How to Play

Goal: Trace words on each other and see who can feel the word. The goal is to “read by touch” and guess as many words as possible.

Roles:

- Tracer: draws the letters
- Guesser: senses the word

Setup: Sit so the Tracer has easy access to the Guesser’s body location.

Play:

1. Draw a card (keep it a secret).
2. The Tracer slowly traces the uppercase word with their finger on the Guesser’s body part.
3. The Guesser says the word they feel and keeps the card when guessed correctly.

Winning: Play for a set number of rounds (10 cards each) or a set time (15 minutes). The player or team with the most correct guesses wins.

Other ways to play:

- **Styles:** Try lowercase, cursive, dotted letters, playful fonts, font sizes, symbols, tracing with multiple fingers, or “erasing” each letter as you go.
- **Stimuli:** Play with different stimuli like capped pens, ice cubes, and feathers.
- **Body Swap:** Each letter is traced on a different Guesser. Guessers combine letters to determine the word.
- **Team Challenge:** All Guessers write down their answers. The team scores only when all team answers match.
- **Tag Team:** Two Tracers split the word. One writes the first half; the other writes the second half.